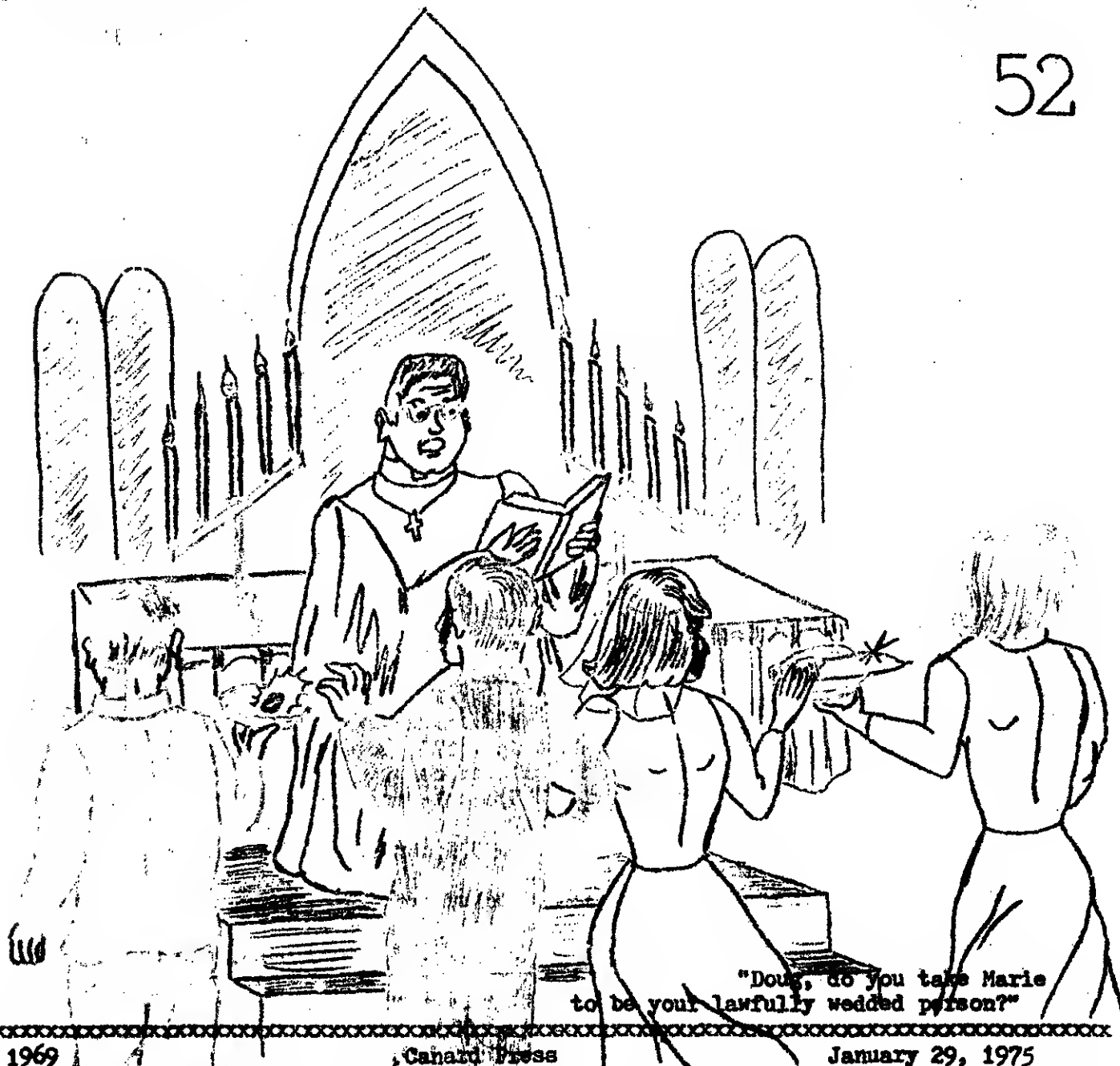


LIAISONS DANGEREUSES

52



"Doug, do you take Marie
to be your lawfully wedded person?"

May 18, 1969

Cahard Press

January 29, 1975

There are openings in LIAISONS DANGEREUSES for Novice players only. Game fee \$6, \$8 Air Mail, \$11 Foreign Air Mail. Subscriptions are \$2/8, Foreign \$2/5. North American game fees include a subscription, Foreign game fees do not.

Fall 1913 in 1971 EK, Fall 1907 in 1973CI, Fall 1906 in 1974 H, and Spring 1903 in 1974 FW, dependant on any retreats, are due by 4PM on Wednesday Feb. 19, 1975. Phone calls between Noon and Midnight only--312-929-7057--GM Lenard Lakofka, 644 West Briar Place, Chicago, Ill. 60657

1971EK, 1973CI, 1974H & 1974FW page 2
1974HW pages 3 & 4
The Value of a Rating System page 5&6

RG' 75 country recap page 7
IDA elections page 7
Publisher's Handbook page 7
CPCRL, News page 8

January 27, 1975

Austria, CD/1/ A ALB

England, McCarthy/5/COA; 2243 Rozier Rd., Salem Arms Apt. 17B, Augusta, Ga. 30906

A PAR(S) a mar-BURG, F BRE(S) F MAO-ech, a york-LON

Germany, Keller /17/

A VIE(S) A BUD, A BUD H, A GAL(S) A BUD, A TYO(S)TUR A TRI-ven/NSO/, F NTH(S) F BEL-ech, FCLY(S)f ech-IRI/impossible eupport/, a mun-RURH, a burg-GAS, f ven-ADR,

A PIC H, f nwg-NAO, F EDIN U, a mos-STP, A KIEL U, a ber-MUN

Turkey, Cleaver/9/

A SER(S) A TRI H, F SEV(S) A RUM H, f end-ION, f aeg-GRE, f wes-SPAS, fion-TYRR, f tyrr-LYON

The Deadline for the Fall of 1914 is by 4PM on Feb. 19, 1975

England, Shamray/3/ F NWC-nth, a wal-LON, A LVP-york

France, Burkett/5/ F PORT(S) F MAO, F MAO(C)+ A GAS(S) a bel-SPA, a burg-MAR

Italy, Drows/13/ F AEG(S) + A CONS()A BUL, F SMI(S) A CON, A VEN(S)a pied-TYO, A BUL(S)

A SER-rum, f lyon-TUS, f wes-TYRR, f naf-TUN, A BUD-gal, a mar-PIED

Russia, Stevens/13/ A UKR + A SEV (S) A RUM H, A BOH(S)A MUN-tyo, F ECH (C) FRE A bel-

SPA, F NTH(C)A HOL-york, A GAL-vie, f bla-ank, a kiel-BER, A ANK-smy, A NWY H

The deadline for the Fall of 1907 is by 4PM on Wed. Feb. 19, 1975

the draw vote was not unanimous.

Austria, McCarthy/9/2243 Rozier Rd., Salem Arms Apt. 17B, Augusta, Ga. 30906 (Tom)

owns; vie, bud, tri, ser, gre, bul, ven, con, rom

A ROM(S)F APU-nap, A VIE(S)a ven-TYO, a BUD(S)a gal-rum/D+A/, F GRE(S)a ser-BUL,

A CON(S)a ser-BUL

France, Borden/5/4 Huntington Rd., Concord N.H. 03301 owns; bre, mar, par, port, spa(karl)

F ECH+A BURG(S)a pic-BEL, f mao-WES, A MAR H

Germany, ~~Stettin~~ NMR dropped/sub; Don Ditter, 108 Colby Apt., Hoyt Lakes, Minn. 55750

owns; bel, hol, lon, lvp, kiel//A LVP, F LON, f kiel/D+A/, a bel/D+A/

Italy, Weswig/2/2115, NW Elder St., Corvallis, Ore. 97330 (John) owns; nap, tun

F ION(S) F NAP, F NAP(S) F ION

Russia, Jackson, Gary, 933 Altgeld, Chicago, Illinois owns; mos, war, stp, swe, ber, edin, sev,

rum, nwy, ank, smy, mun, den; A SEV(S) F RUM H, F BAL(S)a den-KIEL, A UKR(S)a war-GAL,

A SMI-con, F EDIN H, a mun-~~ber~~, a ber-MUN, f helgo-HOL, f bla-ANK, ASIL(S) amun-BOH

The Deadline for the Fall of 1905 is by 4PM on Wednesday Feb. 19, 1975

1974PM, the Winter of 1902

Austria, Lagerson/19017 Vanowen Reseda Calif. 91335 A TRI/6/ agal, abud, fgre, abul, avie

England, Hoffman/1227 Wood St., Deerfield, Ill. 60015 EVEN/4/a edin, f nth, f nwg, a nwy

France, Wolf/13836 W. Montana Ave., New Berlin, Wisc. 53151 F BRE/3/ a spa, f port

Germany, McLendon/Bx 57066, Webster, Tex. 77598 F KIEL, FBRE/7/ apar, apic, fhol, abel, fden

Italy, Keeping/2308 Sunset Ln., Hudson Kent. 42420 EVEN/5/f lyon, f ion, f mao, amar, agas

Russia, Pieloch/12 Ford St., Gardner Mass. 01440 EVEN/4/ A Mos, a war, a ukr, f ewe

Turkey, ~~Wicks~~ resigns; Richard Weeks, 3223 34th Ave S., Minneapolis, Minn. 55406 (FREE)

F CON/4/a arm, a sev, f bla

The Spring of 1903 is due by 4PM on Wednesday Feb. 19, 1975

To keep pace with the HOLLIER ARCHIVES game 1974HW will run on a 6 week schedule beginning with the Winter of 1901 deadline. Spring and Fall moves will be 16 days apart and Winter adjustments will be 7 days apart. Thus Spring and Fall will be due on the 17th day after the prior deadline and Winter will be due on the 8th day after the prior deadline. If everyone submits winter adjustments with the Fall moves then the extra deadline time will go toward the next spring move. A winter 1901, etc. will ALWAYS be called for if more than 3 supply centers change hands or if a retreat(s) will add considerable complexity to a Winter season.

February

SUN	MON	TUE	WED	THU	FRI	SAT
9	Fall	Mail 12	13	14	15	
	01	FO1				
16	17	Wint	Mail 20	21	22	
		01	WO1			
23	24	25	26	27	28	

March

2	3	4	5	6	Spr	Mail 1
					02	SO2
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	Fall	Mail 26	27	28	29	
30	31					

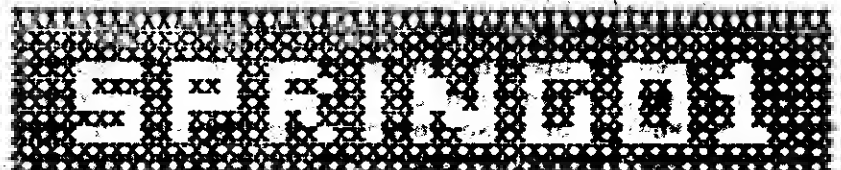
April

6	7	8	9	10	11	12
13	14	15	16	17	Spr	Mail 3
					03	SO3
20	21	22	23	24	25	26
27	28	29	30			

May

4	Fall	Mail 7	8	9	10	
	03	FO3				
11	12	Wint	Mail etc.			
		03	WO3			

As the recipient of LD may note this page is dated out of sequence with the rest of the magazine. LD will be a triweekly. The demonstration game will be moving at a different pace and thus this page has already been mailed to the players. Their copies of LD may be withheld a few days a few days and they will often receive the prior issue of LD with the pages of the next issue involving their game. Hopefully this will only be my problem in sorting it all out. A slow demonstration game becomes boring and the ability to follow it will fall off from issue to issue.

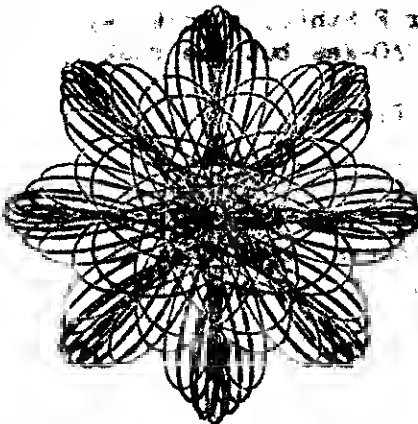


Austria, Verheiden
 F tri-ALB, A bud-SER, a vic-TRI
 England, Vagts
 F edin-NKG, f lon-STM, a lrp-YORK
 France, Horton
 f bre-MAO, a par-GAS, a nar-SPA
 Germany, Tilson
 f kiel-DSN, a ber-KIEL, a sus-BER
 Italy, Birsa
 a ven-PIED, a rom-VEN, f nap-ION
 Russia, Johnson
 f ste-BOTH, f cor-RUM, a nar-GAL, a noc-UKR
 Turkey, Pitsch
 f ank-COB, a con-BUL, a say-ANK

Notes: Moves may be made dependant on retreats and adjustments. Code words and such nonsense will not be allowed or followed by this GM nor does this GM care to be used by players who would employ such trite tactics. This is suppose to be a game for expert players not children learning to play with signal flares. The press for a particular party has been cancelled as being inane.

Analysis follows on page 4

Fall 1901 will be due on Feb. 10, 1975



1974-12--press

Warsaw--Jan. 11, 1901 the Vacisitude of David Dork
David Dork, Esq., formerly of the Hillbilly Mountain Dare Devils, was thrilled to hear about the betrothal of his daughter Shella to Edward Birsanski of New York City. He was not only thrilled but surprised, almost to the degree of shock he had achieved when his mail order bride Brunhilda arrived from Poland. (There she was Miss. Warsaw, here she'd be a candidate for top prize in a Halloween Ball.) or when his wife had presented him with twin daughters, Shella and Shellob. (Their sex was determined after the autopsy on Shellob two years ago when she had gone amuck and ran into a bus--killing 42) Shella was daddy's job. She might have an I.Q. of a dull orangutan (along with similiar body proportions) but daddy loved her. How could he help but love the spitting image of Miss Warsaw of 1923?
More?!

Analysis

France and Germany have successfully demilitarized their common border and have given Belgium to England. Yet is this a full 3 way alliance?
England can convoy to Norway but must stop to scoop up Belgium. In Spring 1902 Russia can counter a move to Barents. Since Army Norway can not support F NWG-BAR England can be held back. If England convoys to Belgium neither Germany nor France will be happy.

Germany could bounce Russian fleet Sweden but if he and England are going after Russia A Mun would have gone to Sil. Why wait? Also English-German lines would be less exposed if Germany ceded Den to England.

France has demuded his homeland and might be trying for the continuation A Gas-Spa, A Spa-Port, F MAO-Wes(!) as part of an anti-Italian drive. A shift toward England or Germany is not likely.

So what is going on in the North? It appears that a failure to coordinate is what is going on, unfortunately. I doubt if Germany and France have blundered so badly as to leave Bel open by chance.

Italy has played an opening in vogue in the late 60's. It allows for a double army shift A Pied-Mar, A Ven-Pied or A Ven-Tri, A Pied-Ven or even the threat shifts of A Pied(s) A Ven-Tyo or vice versa. The opening is good versus France or Austria and can develop versus Germany. It is a late opening versus Turkey as Turkey can see and counter a "Iepanto" when Italy shifts in 1902.

Russia and Turkey have accomplished a fundamental demilitarization of the Black Sea allowing F Ank to reach the Aeg in Fall 1901. Austria must be the target in such a campaign. One can be fairly sure that the Russians were not invited into Gal. If Austria is attacked it would be folly for Italy to attack France, and Italy would only attack Austria if he was sure of a Turkish (or more likely a Russian) ally for middle game.

It should be noted that A Ukr(s) A Gal-Rum, F Rum-Bla is still playable as is a supported move to Rum. But Austria has little to gain from the latter and much to lose from either.

A strong 3 way northern attack would, of course, bypass Bel for F Nth(c) A York-Nwy, F Nwg-Bar, F Den-Swe, A Ber-Sil. France might like to play F MAO-Wes but the risk is very great.

Italy may well develop in Fall 1901 into Tyo while staying in Pied.

The fall moves will better define existing game plans.

Recommendations;

CLAS & FANG, Don Horton, 16 Jordan Ct., Sacramento Calif. 95826. Game Fee \$2/plus Sub (\$2/10). Don admits, in CAF 44, to be a refugee from Weight Watchers--aren't we all Rod? He also reproduces, without credit I might add, "Good Grief, A Safe!" from LD's 5th Anniversary issue, by Carol Ann Buchanan.

RAMBON, Rod Jalker, 4069 Jackdaw, San Diego, Calif. Excellent articles and bits of trivia. Unique in all the world, thank God. \$2/10, I believe.

IMPASSABLE, John Boyer, 117 Garland Dr., Carlisle Pa. 17013. A well balanced magazine with different and changing features. \$2/10

The Value of a Rating System (Based on Rogues' Gallery 75 in LD 51)

In LD 51 I presented the 'readout' for the performance of the Great Powers in 442 games of Postal Diplomacy. Those statistics can give the new player a insight into past performance of the countries but more importantly, they can give the new player an insight into country weaknesses and strengths.

AUSTRIA has won slightly less than 1/7 of the Postal games ending in a win, which is 'average' performance. But Austria has a poor draw record and a dismal survival record. The statistic 'Survivals minus eliminations' points out the huge # of times Austria is dumped on by her neighbors. Her average elimination figure also demonstrates that Austria is most often eliminated in early and mid game. (The other countries average out to mid-game elimination situations.) These statistics point up Austria's weak central position. She has 3 immediate enemies and a potential 4th enemy in Germany. When a western Victor sweeps east it is often into Austria. For Austria to win she must be involved in the elimination of one of her neighbors in the Opening game, another in Middle game, and usually the 3rd in End game. To play Austria well the player must be a strong negotiator. Some other powers can exist on poorer lines of communication and can fall back on intrinsically stronger tactical positions, Austria, and other central countries, have this same disadvantage. Thus Austria's key to a win usually involves the early destruction of Russia or Turkey and a securing of a major interest in the Balkans, Germany and/or Italy.

ENGLAND's win record is slightly below average. This is remarkable because in earlier analysis England was the 2nd or 3rd strongest country (considering wins only). Her loss of favor in recent years is due mainly to an awareness of her strong position and a Diplomatic effort to limit or destroy by middle game by the other powers. England has the best draw record because there are numerous positions in which England can dominate the north with very few units (or in cooperation with one or more allies). Observe, for example, this elegant position: F PORT, F MAO, F IRI, P DEN, P STP, P NWY ((P stands for Piece and means that either an army or a fleet may occupy the space, an underlined unit can be replaced by another unit of the same type in another location.)) Those 6 pieces can safely secure 8 centers (Edin, Lon, Lvp, Port, Den, StP, Swe, Nwy) via: F PORT + F IRI(S) F MAO H, P DEN H, P NWY (or F Bar)(S) P STP. This is an introduction to the unbreakable position. There are many unbreakable lines on the board. England can hold this line whenever France and Germany are eliminated (removing the chance of a build in Bre, Kiel or Ber). To secure those centers more pieces are needed. E.g. P BRE, P KIEL, P BER, P BAL, F HNGO but these 6 pieces only hold 3 more centers (total now 11) while 12 are needed. So you must balance the centers needed to hold the position against the number of centers safely secured behind/on the line. A more complex position including 14 pieces: F STP, P NWY, P DEN, F BAL, P BER, A HNGO, P KIEL, A BURG, P PORT, F MAO, F HNGO, F SPA, P MAR, A GAS holding Port, Spa, Bar, Bre, Mar, Bel, Hol, Kiel, Ber, Den, StP, Lvp, Lon, Edin, Nwy & Swe. England's major advantage is some degree of inaccessability. She is a hard country to crush quickly and her fleets give her the ability to raid coast lines from StP to Spain. For this reason England has been called 'the wicked witch of the west'.

FRANCE has 1/7 of all of the wins in the game, a better than average share of the draws, and the best survival record of any power. Her 'Survival minus Elimination' figure is the largest positive swing in the column. This is due to France's advantages: 1) accessability to the West (England and Germany) and the East (Italy), 2) ability to have a few armies seal her land frontiers (A BEL, A BURG, A PAR, A PIC, P MAR--5 pieces prevent any land intrusion from the East!), and 3) a natural southern defense from the east (P MAR, PPORT, F MAO, P SPA, A GAS, F BRE) seal her southern border from any land or sea penetration via F BRE(S) F MAO, PPORT(S) P SPA, A GAS(S) P MAR. Thus France, with 2 (or 3) builds in 1901 is a very strong country that will be hard to war down and destroy quickly. Therefore, France survives very often or is a pattern in many draws.

GERMANY, a central power like Austria, had fewer survivals than eliminations, but her win record and draw record percentages are much higher. Germany is a difficult country to play well but, if the opening game can be dealt with, Germany has good growth potentials. Her advantages are: 1) two strong powers in her sphere of influence each that each prefers to ally with Germany versus the other, 2) good growth possibilities in Scandinavia (or South and East), and 3) relative stability of the line TYO, BOM, SIL & PRU in most Opening game situations. Germany does not have the strong defensive positions of France or England and to be as 'strong' as one of those powers in Middle game Germany must have more pieces. An 8 piece Germany is probably as 'strong' as a 6 piece France or a 5 piece England. Of course any country with 12 or more centers is powerful and the defense advantages of the initial Great Power's position begins to melt away as 12 (or so) centers are captured.

ITALY has the fewest wins of any power and likely will always be in the cellar in that category. Her draw record is slightly below average but her survival versus elimination record almost balances. Italy's difficulties are that 1) France (or any western power that occupies France) can defend against an Italian onslaught easily, 2) Italy can attack Austria directly but must drastically extend herself to get at Germany or Turkey, 3) the placement of Switzerland is disadvantageous to Italy (and advantageous to France) because it allows for a series of defenses of southern Germany and southern France that would be impossible if Switzerland were passable and 4) even if Italy progresses into a strong middle game some other power(s) is almost always as strong and usually has a better line of reinforcement and attack to gain the centers for a win. A look behind the statistics shows many Italian near wins that have been snatched by France, England, Germany or Russia. (Italy rarely gets strong if there is a powerful Turkey and Italian-Austrian alliances are advantageous to both in opening and middle game only. Obviously it should be pointed out that ANY alliance can work, but some alliances are more prone to allowing stabs than others, and, therefore, are often discouraged. If Italy opens versus Austria then Turkey and/or Russia may become very strong and a Russo-Turkish steam roller could just keep moving west. Yet if Italy bypasses Austria for Turkey Venice is vulnerable to many attacks. If Italy goes after France with England, England will prevent an escape into the MAO and Italy's back door is left open. Italy's problems are many and no good solutions exist for any Italian Opening/Middle game if others are out to get her. Her defensive position is weak and her home centers are almost always required for someone else to win the game, making Italy a common 'target'. Italy usually gets through Opening game, it is the Middle game that gives her the biggest problem.

Since I've used Opening, Middle and End game references I should define what I mean by them. Opening game is the period of time in which at least 10 of the 12 neutrals (and usually all 12) are captured and all Great Powers still have 3 or more supply centers. Middle game begins as any major power drops below 3 centers and continues until any single power has 12 centers or any group of dominant powers (6 or more centers each) has 28 or so of the centers. End game is the race for the remaining centers for a win or the tie up of the board among the powers to achieve a draw.

RUSSIA has more wins than anyone but her other statistics are poor. Russia's advantages and disadvantages are both her broad fronts! She can be taken on in Scandinavia, on her Germany border, on her Austrian border, or in the Black Sea. A concerted effort can destroy her in 2 years if 2 or more powers divided her forces. Russia, like Turkey and England, can never be left unguarded. To do so will mean disaster for her enemies. On the Diplomacy board Russia does not possess 'Vast Spaces' as she does in real conflict. If Lvn and/or Ukr fall to an enemy army Russia's entire position will collapse. A good Russian game plan involves a strong Italy or France. Turkey is a good ally (but hard to stab for a win), Germany and Austria are in the way of Russian expansion and England is sort of in between as an ally/enemy.

TURKEY has made good gains in wins in the last sampling of games. Turkey is the 'Wicked Witch of the East' and not the 'sick old man of Europe' in a game of Diplomacy. Turkey enjoys a strong almost unassailable corner position. This fact is born out by her excellent draw record, her highest draw average, her many survivals, and her highest

survival average. Turkey can go for many game years with just 4 or 5 centers and then explode into the center-rich Balkan/Black Sea area to have 10 or more centers in 2 short years. Turkey has a natural ally in Russia and fair alliance potential with Austria, Italy or England. These latter alliances are only fair because her allies have so much to lose from a Turkish stab that they often do not wish to make the Turkish alliance a strong one.

The report of 442 games, as it appeared in LD51. In that issue a complete list, by Boardman Number, of the games rated was given.

Country	Wins	Points	Dws.	Points	Avg. draw	Sur. Points	Avg. surv.	elim. Points	Surv. -elim.	Wins& Draws	Grand Total
Austria	44	11,440	44	4,038	91.77	103 2,941	28.56	251 -5880	-2938	15,418	12,480
England	45	11,700	66	6,099	92.40	162 4,659	28.75	169 -3280	+1379	17,799	19,178
France	48	12,460	57	5,009	87.87	186 4,865	26.17	151 -3940	+1928	17,489	19,417
Germany	49	12,740	53	4,768	90.09	127 2,763	21.75	213 -4295	-1532	17,515	15,983
Italy	33	8,580	49	4,167	85.04	161 3,867	24.01	199 -3950	- 83	12,747	12,664
Russia	66	17,160	44	4,213	95.75	125 3,406	27.24	207 -4240	- 834	21,373	20,539
Turkey	54	14,040	58	6,107	105.29	156 4,884	31.30	174 -3450	+1444	20,147	21,581

The IDA elections, a recap.

Some comments have already appeared on the poor way in which the IDA elections were just held. It is obvious that only a few persons in the IDA had, at their ready disposal, the files on which members were and were not eligible to run for IDA office. To ask the members to dredge through back copies of the DR to find out when a member joined is ridiculous. The officials in charge of the elections bungled it and no amount of talk will change this fact. The IDA must reform its election laws, there can be no doubt of that. Yet the IDA should not sweep this poor election under the rug and build for better things. The IDA should begin to follow its own rules and the IDA should begin now. Gordon Anderson has made the comment that some persons are running the IDA for their own benefit, that is nonsense and I don't believe it.

Here is what could be done to improve the election procedure.

1) Start earlier in the year. 2) call for nominations (allowing a month) 3) Print nominee statements BUT not the ballot, 4) print the ballot. In this way there is time to campaign and bring out issues and have debate. As things are now run there is not time to debate or refute changes made against you. Electioneering should cease 5 full days before the ballot is mailed and copies of material appearing in the DR should be sent to a candidate's opponent so that it can be debated/refuted in the same issue of the DR. The secretary, the treasurer and the president should all verify candidates before they are asked if they wish to accept nominations. Clean up now, but don't sweep the blunders under the rug!

More below-----

Edi Birsan has asked me to head a Publisher's Handbook project. I accept, of course. I am hoping to gain the help of John Boyer and Don Horton in this project and I will seek their aid. A will attempt to have a finished MS to the council by April 1, 1975.

IDA ELECTIONS-----

When the IDA constitution was written provision was made concerning eligibility of officers because of a past history of dropouts in the hobby. Gil Neiger has produced an excellent magazine but not for the period of time required by the constitution. He is, however, STILL publishing at this moment. Gordon Anderson has produced a professional quality photo-offset zine but he has been, and still is, absent from the magazine market. In my opinion the letter and spirit of the constitution calls for a one year history of publication AND CURRENT production of a magazine. Someone who published months ago but has not published

January 29, 1975

recently is not in accord with the intent of the eligibility clause of the constitution. It is my opinion that a special election is the only way to settle this problem. In the case of Paul Boymel the rules should be suspended by the Council because Paul has DONE the job required by the constitution.

Calhamer Point Count Rating List update*--434 games rated

Country	C.P.C.R.L. Wins	ROGUES' Wins	C.P.C.R.L. Wins&draws	ROGUES' Wins&draws	**
Austria	43	44	55.300	59.3	
England	45	45	60.550	68.4	
France	51	48	65.234	67.2	
Germany	47	49	61.067	67.3	
Italy	34	33	45.583	49.0	
Russia	64	66	76.050	82.2	
Turkey	54	54	70.217	77.4	

*Source: DIPLOMACY WORLD V.1, #6, Buchanan

**corrected so comparison with CPCR.L possible (Win+Draw Points/260)

Top Boards

1	Edi Birsan	13.200	8/9	Walt Buchanan	6.500
2	Andy Phillips	12.517	9/8	Mike Rocamora	6.500
3	Doug Beyerlein	11.400	10	Genc Prosnitz	6.450
4	Brenton VarPloeg	8.500	11	Len Lakofka	5.783
5	John Smythe	8.333	12	Tom Eller	5.533
6/7	John Beshara	7.200	13	Randy Bytwerk	5.500
7/6	Lewis Pulsipher	7.200	14	Hal Naus	5.167

Items of Interest

A huge listing of players of Diplomacy (over 1200 names) is available under the title of DIPLOMACY GENEUS from Paul Boymel, 3001 Vcazey Terr. NW, #1014, Washington DC 20008 for \$1 US & Canada.

The 1974 IDA HANDBOOK is still available from John Boyer, 117 Garland Dr., Carlisle Pa. 17013 for \$3 (\$2 to IDA members--join for \$2 to Walt Buchanan, RR3, Lebanon Ind. 46052).

Numerous articles and an account of a complete game of Diplomacy.

GRAUSTARK, publishing for 11½ years has openings for players @\$10. Experienced players should look into this one. Two week deadlines keep the game going at a rapid rate and therefore may be too fast for novice players. John Boardman, 234 E.19th, Brooklyn, NY 11226

Other game openings:

John Boyer, 117 Garland Drive, Carlisle, Pa. 17013 \$8

Paul Wood, 24613 Harmon Court, St. Clair Shores, Mich. 48080

Jim Benes, 16 W 450 Moneysuckle #112, Hinsdale, Ill. 60521

John Leeden, 4910 20th Street SW, Calgary, Alberta, Canada T2T, 5A6

Don Horton, 16 Jordan Court, Sacramento, Calif. 95826

Robert Lipton, Bx 360, Lafayette College, Easton Pa. 18042 DW.V1#6 source

A possible insured game?

We have all been upset with poor postal services, NMRs from allies (and enemies), dropouts and late magazines. If I can reestablish my publication regularity I would be interested if anyone would like to play in an "insured game". Enclosed with each magazine will be a stamped self-addressed post card to me. If I do not receive your card in 10 days I'll remail the game results to you. All moves to me (other than the pilot post card) should include a stamped self-addressed post card to you. This shows if I got your moves. If I do not receive your moves you would be dropped at once and a new player named. This is reasonable because if I am publishing regularly then you could anticipate the arrival of LD and act accordingly if it did not arrive within 5 days of its scheduled arrival. The Gamefee for such a game would be \$6+post card fee which would be billed to you at intervals. If anyone thinks this, or modification of this system, is workable please send your comments.